

What is claimed is:

1. A method of playing a video poker game, the method comprising:
  - receiving an initial bet;
  - dealing a first hand of cards to a player;
  - allowing the player to select any number of cards to discard;
  - offering an option for the player to make a second bet;
  - replacing the selected cards to form a final hand;
  - determining a rank of the final hand;
  - paying the initial bet according to the rank using a first payable; and
  - paying the second bet, if the player chose to make the second bet.
2. A method as recited in claim 1, further comprising:
  - after the player selects cards to discard, displaying a dynamic payable.
3. A method as recited in claim 2, wherein the dynamic payable comprises ranks and payouts, and the payouts reflect probabilities of making ranks based on the selected cards and non selected cards.
4. A method as recited in claim 3, wherein the dynamic payable is updated as soon after the player changes a selected card.
5. A method as recited in claim 2, wherein a return of the dynamic payable is designed to approximate or equal a predetermined house advantage.

6. A method as recited in claim 2, wherein the second bet is paid according to the dynamic payable.
7. A method as recited in claim 3, wherein the second bet is paid according to the dynamic payable.
8. A method as recited in claim 1, further comprising dealing a plurality of final hands to implement a multi line version, and collecting the second bet for each final hand.
9. A method as recited in claim 2, wherein if the selected cards comprise a paying hand, the paying hand is not active on the dynamic payable.
10. A method as recited in claim 2, wherein after the dynamic payable is computed, top payouts are shifted towards the bottom.
11. A method as recited in claim 2, further comprising capping a payout on the dynamic payable.
12. A method as recited in claim 1, wherein the initial bet and the second bet are both paid according to the first payable.

13. A method as recited in claim 1, wherein the player must make the second bet.
14. A method of automatically generating a paytable, comprising:
  - calculating probabilities for being dealt each rank of a plurality of ranks; and
  - dividing the calculated probabilities by a number of possible paying ranks to obtain payouts for each rank.
15. A method as recited in claim 12, wherein probabilities are calculated based on cards selected to be held.
16. A method as recited in claim 14, further comprising automatically shifting respective payouts between two ranks.
17. A method as recited in claim 14, further comprising capping a selected payout for a rank and shifting an excess portion to another payout.
18. A method as recited in claim 14, further comprising successively shifting fractional portions of payouts.
19. A method as recited in claim 18, wherein the fractional portions of payouts are successively shifted to other payouts until only a single payout has a fractional portion, upon which the fractional portion for the single payout is discarded.

20. A method as recited in claim 1, wherein a deck used to deal the cards includes a wildcard or wildcards.
21. A method of automatically generating a paytable, comprising:  
automatically calculating probabilities for an occurrence of each of a series of events; and  
automatically dividing the calculated probabilities by a number of events with greater than 0 probability to obtain payouts for each respective event.
22. A method as recited in claim 21, further comprising automatically shifting respective payouts between two ranks.
23. A method as recited in claim 21, further comprising capping a selected payout for a rank and shifting an excess portion to another payout.
24. A method of playing a video poker game, comprising:  
implementing a video poker game, with the additional feature of allowing a player to place an additional bet after being dealt the initial cards; and  
paying the additional bet based on a computed paytable based on the player's initial cards.
25. A method as recited in claim 24, wherein the computed paytable is based on the player's initial cards and which of the initial cards the player has selected to discard.

26. A computer readable storage medium storing a method of playing a video poker game, the medium controlling a computer by:
- implementing a video poker game, with the additional feature of allowing a player to place an additional bet after being dealt the initial cards; and
  - paying the additional bet based on a computed payable based on the player's initial cards.
27. A computer readable storage medium as recited in claim 26, wherein the computed payable is based on the player's initial cards and which of the initial cards the player has selected to discard.
28. An apparatus for playing a video poker game, comprising:
- a processing unit implementing a video poker game, with the additional feature of allowing a player to place an additional bet after being dealt the initial cards; and
  - a paying unit paying the additional bet based on a computed payable based on the player's initial cards.
29. An apparatus as recited in claim 28, wherein the computed payable is based on the player's initial cards and which of the initial cards the player has selected to discard.
30. An apparatus for playing a video poker game, comprising:

means for implementing a video poker game, with the additional feature of allowing a player to place an additional bet after being dealt the initial cards; and means for paying the additional bet based on a computed payable based on the player's initial cards.